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Anthony. Chess Codes. 1890.

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CHESS TELEGRAPHIC CODES

BY

EDWYN ANTHONY, M.A.,

BARRISTER-AT-LAW AND COUNTY COUNCILLOR.

MEMBER OF THE LONDON MATHEMATICAL SOCIETY.

PRICE ONE SHILLING.

1890.

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PREFACE.

The game of Chess stands at the head of sedentary pastimes. Pursued in moderation its practice strengthens the understanding; for the mind, while being pleasantly exercised, is also refreshed, and the thoughts are turned entirely away from the cares and occupations of everyday life. The following codes have been devised for the promotion of Chess playing between those far apart. The barrier of space is no longer insurmountable, and each year's discoveries, by facilitating communication, bring the distant nearer together. Hitherto no way has been devised of telegraphing two chess moves at the cost of one word. The methods which follow satisfactorily solve that problem. Since by their use the rate for inland telegrams becomes one halfpenny for every two moves sent, the question of expense need scarcely debar players and clubs, wherever situate in Great Britain or Ireland, from engaging one another. And the outlay at two moves per word is so moderate, even with the present high average of charges for cablegrams, that international contests ought to take place much more frequently than heretofore. Moreover, the speed of the telegraph renders an approximation possible to the conditions of actual play over the board. By "sealing" the moves, as is done when adjourning important over-the-board games, and by framing rules relative to time for consideration and other matters, games by telegraph can be made nearly akin to face-to-face battles. And we hope that "team" matches between the leading clubs of London, Paris, Berlin, Vienna, St. Petersburgh, New York, Australia and New Zealand may become events of frequent occurrence.

E. A.

January, 1890.

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EXPLANATION.

The details, if not the principles, of telegraphic codes must in great measure depend on the nature of the charges made for the transmission of telegrams. A statement of what these are will be the best preface to an explanation of the codes herein contained.

The regulations in force at the English Post Office are founded upon the International Telegraph Convention; and their provisions, so far as they affect the construction of codes, may be stated as follows:—

INLAND TELEGRAMS AND TELEGRAMS TO ANY PART OF EUROPE.

1.—A group of *five figures or less* is charged as one word, *provided* the telegram contains no words and is composed exclusively of groups of figures.

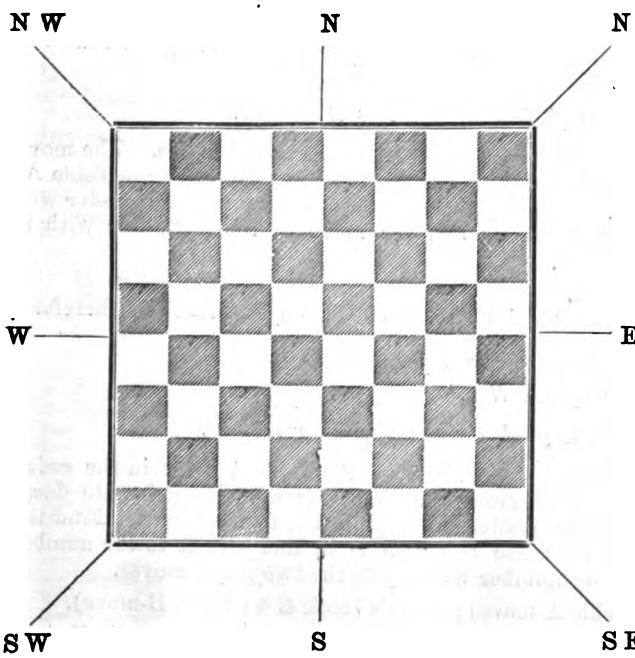
2.—English, French, German, Italian, Spanish, Portuguese, Dutch, and Latin words may be employed in a telegram, and words of any or all of these languages are allowed in one telegram, *each word being charged for as one word;* PROVIDED, (a) that the word does not contain more than ten letters, (b) that it is to be found in a standard dictionary of the language to which it belongs, and (c) that the telegram is composed wholly of such words.

The regulations for EXTRA-EUROPEAN TELEGRAMS (i.e., for India, United States, Canada, Australia, New Zealand, &c.) are identical with those just given, EXCEPT that, in figure-telegrams, a group of *three figures or less* is charged as one word.

Our FIGURE CODE is a complete code whereby any two moves at chess can be denoted by a *group of five figures or less.* It, therefore, solves the problem of sending games by telegraph to any part of Europe at a cost of one word per two moves.

Our WORD CODE enables any two moves at chess to be denoted by an intelligible word belonging to some one of the eight languages enumerated in the regulations. It therefore solves the problem of sending telegrams, Inland, European, or beyond the limits of Europe, at a cost of one word for two moves. Of this code, we print only a specimen page. The complete code would form a book of 315 pages, each page being the same as the specimen, except that it would contain different words and have a different move at the top. We have not undergone the labour of compiling the necessary lists from dictionaries of the eight languages aforesaid, and we fear we cannot afford the time so to do, unless some of our brother chess players will assist us by sharing the task. Once done, the volume would not be large; and a clear and easily and quickly used code would be the result, applicable to all parts of the world, and whereby any two moves of a game at chess could be transmitted at the cost of one word. We consider it a practical impossibility to devise a system which would enable more than two moves to be sent at the cost of one word.

COMPASS NOTATION.



N.—North; N.E.—North-East; E.—East; S.E.—South-East; S.—South; S.W.—South-West; W.—West; N.W.—North-West.

This notation, valueless for ordinary use, is excellently adapted for telegraphic purposes. We do not know with whom it originated, and we have ventured to apply to it the epithet "compass" as indicative of its nature.

Excluding the Knight, whatever piece or pawn be moved it must move in one of the eight directions marked in the diagram at the side; and these directions may be conveniently denoted in the way in which they are indicated on the mariner's compass. Thus King N 1 = King one square upwards; Queen's Bishop S W 5 = Queen's Bishop five squares diagonally downwards to the left, etc. And, since plainly no piece can move more than seven squares at one time, the indicating number will never exceed 7. Similarly, the Knight, wherever he stand, can only move in eight different directions, as illustrated by the next diagram:—

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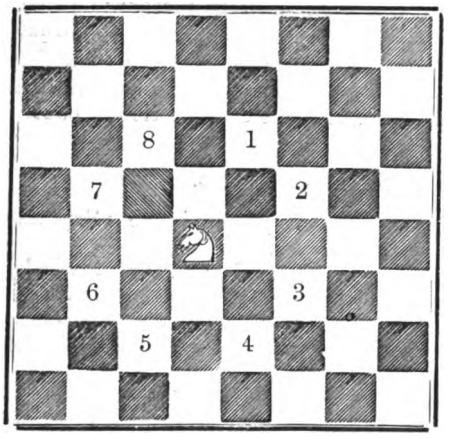
EXPLANATION.



Thus "King's Knight 5" indicates a move of the Knight in the direction shown by the diagram; and as the Knight's move is always the same except in direction, it constitutes a sufficient description of the moves of that piece. Thus we see that, *if we know the square on which a piece or pawn stands*, the "Compass Notation" forms an adequate indication of every possible move. For example, if the Queen be on K's 5th square then "Queen N E 3" denotes "Queen to K R 8." Again, if the King's Rook stands on his own square, "King's Rook, W 7" = "K R to Q R sq." etc. When a game is played over from start to finish, it is evident that the position of the pieces at every stage is known; and, therefore, that the notation just described may be used for recording games.

THE FIGURE CODE.

Before using the code, it must be settled that the figures in Table A shall denote the moves of the first player, and those in Table B the moves of the second player, or vice-versâ. And, when the moves are those of different games, it must be arranged beforehand to what games Tables A and B respectively refer in each group of figures. Further, the Black Pawns always move S, S E, or S W; but no confusion can arise by considering these directions as just the opposite, namely, N, N E., and N W; and this convention saves in the code separate entries for each colour. The expressions "1st King's Pawn," 2nd King's Pawn," &c., are intended to meet the case of more pawns than one standing on the same file; and the "1st Pawn" is deemed to be the one nearest to the square from which the pawn stands at the beginning of the game. Thus, if White Pawns stood on K's 3rd, 5th, and 7th squares, the "1st Pawn" would be that on K's 3rd square; the "2nd," that on K's 5th square, and the "3rd," the one on K's 7th square. Similarly, if Black Pawns stood (say) on Black Q's, 2nd, 4th, and 7th squares, the "1st Pawn" would be the one on the 2nd square; the "2nd" that on the 4th, and the "3rd" that on the 7th square. We have never seen a problem, or a game, in which more than three pawns (capable of moving) of the same colour stood on one file. Should they do so, an ambiguity would arise in the code. This case, never likely to occur in practice, is dealt with further on. In deciphering a telegram, it will be necessary to turn each number into two moves; in writing out a telegram each pair of moves will have to be converted into a number. We will now describe how these two processes, which are obviously the converse one of the other, are to be performed.

Given a number, to find the two moves it denotes.

In Table A, find the two numbers between which the given number lies. The move contained in the same line with those numbers will be the move corresponding to Table A. Subtract the smaller of the said two numbers from the given number. The remainder will always be found somewhere or other in Table B; and the move in the same line with it will be the move corresponding to Table B.

Example. Given the number 43663.

The given number lies between 43609 and 43925. The Table A move is, therefore, "King's Bishop S W 3."

Substract 43609 from 43663, and the remainder is 54.

The Table B move is, therefore, "Queen W 2."

Given any two moves, to find the corresponding number.

Express the moves in the "Compass Notation." Find the Table A move in the code; then find in Table A the two numbers which are in the same line with it, and write down the smaller of the said two numbers (the smaller is always in the first column). Find the Table B move, and add the number in Table B, which is in line with it to the number previously written down. The resulting number will denote the two given moves.

Example. Queen's Knight 8 (Table A move); King's Rook E 4 (Table B move).

Here the smaller number in Table A which is in the same line with "Queen's Knight 8" is 60989. And in Table B the number which is in line with "King's Rook E 4" is 77. These two numbers added together make 61066. Therefore, 61066 is the number which represents the two given moves.

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The code also provides for denoting by one number the names of the two players, with the convention that Table A shall refer *to the player who has the move;* and Table B to the second player. Thus, 91323 (91009 *plus* 314) indicates that "Player R" had the move and played against "Player t." Of course, the persons using the code must decide beforehand what particular players the various letters A, B, C, D, etc., shall respectively represent. And as there are 42 letters in the code, it follows that, in a Tournament, the names of the two players in any game (with an indication of which played first) can be sent at the cost of one word, provided there are not more than 42 competitors.

The words in the code "Resigns," "Drawn," "Lost by exceeding time limit," and "Adjourned," explain themselves. The word "Blank" is inserted to meet the case when only one instead of two indications are required to be sent. For instance, a move in each of two correspondence games may be usually sent by one number; but, it may happen at a particular stage that no move has been made in one of the games; and the word "Blank" would indicate that fact. Thus "King N W 1" may have been played in Table A game, and no move in Table B game. The number would therefore be 2486 (2213 *plus* 273).

It will be noticed that the numbers from 99542 to 99999 inclusive have not been used in the code, and that all these numbers contain only five figures. We have, therefore, still left at our disposal 458 numbers, any one of which can be telegraphed at the cost of one word. We have not thought it advisable to write all of them out in full and attach a signification to each number, deeming it better to leave some to the users of the code, as their meanings can then be adapted to the exigencies of each particular case. We will, however, give to some of them meanings which will in most instances be found useful.

The ambiguity, referred to above, of more than three pawns on the same file, may be removed, if it ever occur, at the cost of one additional word.

The difficulty which arises, if a pawn be promoted to a piece other than the Queen, can likewise be removed at the cost of one additional word.

Information, at the cost of one word on each head, may be given as to the nature of the game, time-limit, duration, &c.

To particularize a little, we may utilize some of our unemployed numbers as follows:—

99542—In one of the moves contained in the preceding number for "3rd" read "4th" Pawn
99543— " " " " " "5th" "
99544— " " " " " "6th" "
99545—In one of the moves contained in the preceding number the Pawn becomes a Rook
99546— " " " " Bishop
99547— " " " " Knight
99548— " " " " becomes a dummy Pawn
99549—Skittle Game
99550—Casual Game
99551—Match Game
99552—Blindfold Game
99553—Consultation Game
99554—Tournament Game
99555—Simultaneous Game
99556—One of 2 Simultaneous Blindfold Games
99557— " 3 " "
. . . . . .
99574— " 20 " "
99575—One of 2 Simultaneous Games
99576— " 3 " "
. . . . . .
99613—One of 40 " "
99614—Played in the 1st Round
99615— " " 2nd "
99616— " " 3rd "
99617— " " 4th "
99618— " " 5th "
99619—No Time Limit.
99620—Time Limit: 10 moves a side per hour.
99621— " 12 " "
99622— " 15 " "
99623— " 18 " "
99624— " 20 " "
99625— " 25 " "
99626— " 30 " "
99627— " 35 " "
99628— " 40 " "
99629—Played at the odds of counting drawn games as won
99630— " " the move
99631— " " the Pawn in exchange for the move
99632— " " Pawn and move
99633— " " the Exchange
99634— " " Pawn and two moves
99635— " " Pawn and three moves
99636— " " Queen's Knight

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EXPLANATION.

99637—Played at the odds of King's Knight
99638— ,, ,, Queen's Rook
99639—Duration of Game: 30 minutes
99640— ,, ,, 40 ,,
99641— ,, ,, 50 ,,
99642— ,, ,, 1 hour
99643— ,, ,, 1 hour 10 minutes
99644— ,, ,, 1 ,, 20 ,,
. . . . . .
99756— ,, ,, 20 hours
99757—Time consumed by 1st Player: Less than 30 minutes
99758— ,, ,, 30 minutes
99759— ,, ,, 40 ,,
99760— ,, ,, 50 ,,
99761— ,, ,, 1 hour
. . . . . .
99827— ,, ,, 12 hours
99828—Time consumed by 2nd Player: Less than 30 minutes
99829— ,, ,, 30 minutes
99830— ,, ,, 40 ,,
99831— ,, ,, 50 ,,
98532— ,, ,, 1 hour
. . . . . .
99898— ,, ,, 12 hours

If the meanings above indicated be adopted, there still remain at our disposal to meet the circumstances of individual cases 101 numbers; namely the numbers 99899 to 99999 inclusive.

We should observe that the addition and subtraction required in using the code is caused by its *condensation into one page.* Had we printed it in full on 315 pages, as must be done in our "Word Code," these additions and subtractions would be avoided. The given number would merely require to be turned up as in a dictionary, and conversely when two moves have to be translated into a number.

We subjoin a game to illustrate the working of the figure code.

N.B.—It is supposed to have been agreed that "E" stands for McDonnell and "n" for La Bourdonnais. And it is obviously unnecessary to telegraph the name of the openiug, as the game itself tells us what that was.

ORDINARY NOTATION.
MUZIO GAMBIT.

	White. (McDonnell)	Black. (La Bourdonnais)
1.	P K 4	1. P K 4
2	P K B 4	2. P x P
3	K Kt B 3	3. P K Kt 4
4.	B B 4	4. P Kt 5
5	Kt B 3	5. P x Kt
6	Q x P	6. B R 3
7.	P Q 4	7. Q Kt B 3
8	Castles	8 Kt x P
9.	B x P (ch)	9. K x B
10.	Q R 5 (ch)	10 K Kt 2
11.	B x P	11. B x B
12.	R x B	12. K Kt B 3
13	Q K Kt 5 (ch)	13. K B 2
14.	Q R K B sq	14. K K sq
15.	R x Kt	15. Q K 2
16	Kt Q 5	16. Q B 4
17	K R sq	17. Kt K 3
18.	R x Kt (ch)	18. P x R
19.	Kt B 6 (ch)	19. Resigns

COMPASS NOTATION.
MUZIO GAMBIT.

	White. (McDonnell)	Black. (La Bourdonnais)	CODE.
1.	K P N 2	1. K P N 2	87842
2.	K B P N 2	2. K P N E 1	61817
3.	K Kt 8	3. K Kt P N 2	68138
4.	K B N W 3	4 K Kt P N 1	58697
5.	Q Kt 1	5. K Kt P N W 1	46056
6.	Q N E 2	6. K B S E 2	59015
7.	Q P N 2	7. Q Kt 4	5820
8.	K Cas (K)	8. Q Kt 4	64971
9.	K B N E 3	9. K S E 1	2719
10.	Q N E 2	10. K E 1	39189
11.	Q B N E 3	11. K B S W 2	5692
12.	K R N 3	12. K Kt 5	48171
13.	Q W 1	13. K W 1	21672
14.	Q R E 5	14 K N W 1	16440
15.	K R N 2	15. Q S E 1	33189
16.	Q Kt 1	16. Q S W 2	21205
17.	K E 1	17. Q Kt 1	58824
18.	K R W 1	18. Q P N E 1	820
19.	Q Kt 2	19. Resigns	27700
			59362

THE WORD CODE.

As before remarked, only a specimen page of this code is printed. 315 pages are required to make it complete.

Given a word, to find the two moves it denotes.

Turn the word up as in a dictionary. Then Move A is the move at the top of the page containing the word; and Move B is the move given in the line in which the word occurs.

Example.—Given the word "Abhorrent," Move A is "King N 1," and Move B "Queen's Rook W 6."

Given any two moves, to find the word denoting them.

Find the page which contains Move A at the top of it. Next find on that page Move B. The required word will be the word on the same line with the last named word.

Example.—Given Move A, "King N 1"; Move B, "Queen's Rook S 3." The required word is "Abet."

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FIGURE CODE.

TABLE A.		TABLE B	MOVE.		
1	317	1	King	N	1
317	633	2	"	N E	1
633	949	3	"	E	1
949	1265	4	"	S E	1
1265	1581	5	"	S	1
1581	1897	6	"	S W	1
1897	2213	7	"	W	1
2213	2529	8	"	N W	1
2529	2845	9	"	Cas (K)	
2845	3161	10	"	Cas (Q)	
3161	3477	11	Queen	N	1
3477	3793	12	"	"	2
3793	4109	13	"	"	3
4109	4425	14	"	"	4
4425	4741	15	"	"	5
4741	5057	16	"	"	6
5057	5373	17	"	"	7
5373	5689	18	"	N E	1
5689	6005	19	"	"	2
6005	6321	20	"	"	3
6321	6637	21	"	"	4
6637	6953	22	"	"	5
6953	7269	23	"	"	6
7269	7585	24	"	"	7
7585	7901	25	"	E	1
7901	8217	26	"	"	2
8217	8533	27	"	"	3
8533	8849	28	"	"	4
8849	9165	29	"	"	5
9165	9481	30	"	"	6
9481	9797	31	"	"	7
9797	10113	32	"	S E	1
10113	10429	33	"	"	2
10429	10745	34	"	"	3
10745	11061	35	"	"	4
11061	11377	36	"	"	5
11377	11693	37	"	"	6
11693	12009	38	"	"	7
12009	12325	39	"	S	1
12325	12641	40	"	"	2
12641	12957	41	"	"	3
12957	13273	42	"	"	4
13273	13589	43	"	"	5
13589	13905	44	"	"	6
13905	14221	45	"	"	7
14221	14537	46	"	S W	1
14537	14853	47	"	"	2
14853	15169	48	"	"	3
15169	15485	49	"	"	4
15485	15801	50	"	"	5
15801	16117	51	"	"	6
16117	16433	52	"	"	7
16433	16749	53	"	W	1
16749	17065	54	"	"	2
17065	17381	55	"	"	3
17381	17697	56	"	"	4
17697	18013	57	"	"	5
18013	18329	58	"	"	6
18329	18645	59	"	"	7
18645	18961	60	"	N W	1
18961	19277	61	"	"	2
19277	19593	62	"	"	3
19593	19909	63	"	"	4
19909	20225	64	"	"	5
20225	20541	65	"	"	6
20541	20857	66	"	"	7
20857	21173	67	King's Rook	N	1
21173	21489	68	"	"	2
21489	21805	69	"	"	3
21805	22121	70	"	"	4
22121	22437	71	"	"	5
22437	22753	72	"	"	6
22753	23069	73	"	"	7
23069	23385	74	"	E	1
23385	23701	75	"	"	2
23701	24017	76	"	"	3
24017	24333	77	"	"	4
24333	24649	78	"	"	5
24649	24965	79	"	"	6
24965	25281	80	"	"	7
25281	25597	81	"	S	1
25597	25913	82	"	"	2
25913	26229	83	"	"	3
26229	26545	84	"	"	4
26545	26861	85	"	"	5

TABLE A.		TABLE B	MOVE.		
26861	27177	86	King's Rook cont.	S	6
27177	27493	87	"	"	7
27493	27809	88	"	W	1
27809	28125	89	"	"	2
28125	28441	90	"	"	3
28441	28757	91	"	"	4
28757	29073	92	"	"	5
29073	29389	93	"	"	6
29389	29705	94	"	"	7
29705	30021	95	Queen's Rook	N	1
30021	30337	96	"	"	2
30337	30653	97	"	"	3
30653	30969	98	"	"	4
30969	31285	99	"	"	5
31285	31601	100	"	"	6
31601	31917	101	"	"	7
31917	32233	102	"	E	1
32233	32549	103	"	"	2
32549	32865	104	"	"	3
32865	33181	105	"	"	4
33181	33497	106	"	"	5
33497	33813	107	"	"	6
33813	34129	108	"	"	7
34129	34445	109	"	S	1
34445	34761	110	"	"	2
34761	35077	111	"	"	3
35077	35393	112	"	"	4
35393	35709	113	"	"	5
35709	36025	114	"	"	6
36025	36341	115	"	"	7
36341	36657	116	"	W	1
36657	36973	117	"	"	2
36973	37289	118	"	"	3
37289	37605	119	"	"	4
37605	37921	120	"	"	5
37921	38237	121	"	"	6
38237	38553	122	"	"	7
38553	38869	123	King's Bishop	N E	1
38869	39185	124	"	"	2
39185	39501	125	"	"	3
39501	39817	126	"	"	4
39817	40133	127	"	"	5
40133	40449	128	"	"	6
40449	40765	129	"	"	7
40765	41081	130	"	S E	1
41081	41397	131	"	"	2
41397	41713	132	"	"	3
41713	42029	133	"	"	4
42029	42345	134	"	"	5
42345	42661	135	"	"	6
42661	42977	136	"	"	7
42977	43293	137	"	S W	1
43293	43609	138	"	"	2
43609	43925	139	"	"	3
43925	44241	140	"	"	4
44241	44557	141	"	"	5
44557	44873	142	"	"	6
44873	45189	143	"	"	7
45189	45505	144	"	N W	1
45505	45821	145	"	"	2
45821	46137	146	"	"	3
46137	46453	147	"	"	4
46453	46769	148	"	"	5
46769	47085	149	"	"	6
47085	47401	150	"	"	7
47401	47717	151	Queen's Bishop	N E	1
47717	48033	152	"	"	2
48033	48349	153	"	"	3
48349	48665	154	"	"	4
48665	48981	155	"	"	5
48981	49297	156	"	"	6
49297	49613	157	"	"	7
49613	49929	158	"	S E	1
49929	50245	159	"	"	2
50245	50561	160	"	"	3
50561	50877	161	"	"	4
50877	51193	162	"	"	5
51193	51509	163	"	"	6
51509	51825	164	"	"	7
51825	52141	165	"	S W	1
52141	52457	166	"	"	2
52457	52773	167	"	"	3
52773	53089	168	"	"	4
53089	53405	169	"	"	5

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FIGURE CODE.

TABLE A.		TABLE B	MOVE.
53405	53721	170	Queen's Bishop con. SW 6
53721	54037	171	,, 7
54037	54353	172	,, ... N"W 1
54353	54669	173	,, ,, 2
54669	54985	174	,, ,, 3
54985	55301	175	,, ,, 4
55301	55617	176	,, ,, 5
55617	55933	177	,, ,, 6
55933	56249	178	,, ,, 7
56249	56565	179	King's Knights..... 1
56565	56881	180	,, 2
56881	57197	181	,, 3
57197	57513	182	,, 4
57513	57829	183	,, 5
57829	58145	184	,, 6
58145	58461	185	,, 7
58461	58777	186	,, 8
58777	59093	187	Queen's Knights 1
59093	59409	188	,, 2
59409	59725	189	,, 3
59725	60041	190	,, 4
60041	60357	191	,, 5
60357	60673	192	,, 6
60673	60989	193	,, 7
60989	61305	194	,, 8
61305	61621	195	First K P .....N 1
61621	61937	196	,, N 2
61937	62253	197	,, N E 1
62253	62569	198	,, N W 1
62569	62885	199	Second K P.....N 1
62885	63201	200	,, N E 1
63201	63517	201	,, N W 1
63517	63833	202	Third K P .....N 1
63833	64149	203	,, N E 1
64149	64465	204	,, N W 1
64465	64781	205	First Q P .....N 1
64781	65097	206	,, N 2
65097	65413	207	,, N E 1
65413	65729	208	,, N W 1
65729	66045	209	Second Q P ..... N 1
66045	66361	210	,, N E 1
66361	66677	211	,, N W 1
66677	66993	212	Third Q P.....N 1
66993	67309	213	,, N E 1
67309	67625	214	,, N W 1
67625	67941	215	First K B P.....N 1
67941	68257	216	,, N 2
68257	68573	217	,, N E 1
68573	68889	218	,, N W 1
68889	69205	219	Second K B P..... .....N 1
69205	69521	220	,, N E 1
69521	69837	221	,, N W 1
69837	70153	222	Third K B P .....N 1
70153	70469	223	,, N E 1
70469	70785	224	,, N W 1
70785	71101	225	First Q B P .....N 1
71101	71417	226	,, N 2
71417	71733	227	,, N E 1
71733	72049	228	,, N W 1
72049	72365	229	Second Q B P .....N 1
72365	72681	230	,, N E 1
72681	72997	231	,, N W 1
72997	73313	232	Third Q B P .....N 1
73313	73629	233	,, N E 1
73629	73945	234	,, N W 1
73945	74261	235	First K Kt P..... N 1
74261	74577	236	,, N 2
74577	74893	237	,, N E 1
74893	75209	238	,, N W 1
75209	75525	239	Second K Kt P .....N 1
75525	75841	240	,, N E 1

TABLE A.		TABLE B	MOVE.
75841	76157	241	Second K Kt P con. NW 1
76157	76473	242	Third K Kt P..... N 1
76473	76789	243	,, N W 1
76789	77105	244	,, N E 1
77105	77421	245	First Q Kt P ..... N 1
77421	77737	246	,, N 2
77737	78053	247	,, N E 1
78053	78369	248	,, N W 1
78369	78685	249	Second Q Kt P ..... N 1
78685	79001	250	,, N E 1
79001	79317	251	,, N W 1
79317	79633	252	Third Q Kt P..... N 1
79633	79949	253	,, N E 1
79949	80265	254	,, N W 1
80265	80581	255	First K R P ..... N 1
80581	80897	256	,, N 2
80897	81213	257	,, N W 1
81213	81529	258	Second K R P ..... N 1
81529	81845	259	,, N W 1
81845	82161	260	Third K R P ..... N 1
82161	82477	261	,, N W 1
82477	82793	262	First Q R P..... N 1
82793	83109	263	,, N 2
83109	83425	264	,, N E 1
83425	83741	265	Second Q R P ..... N 1
83741	84057	266	,, N E 1
84057	84373	267	Third Q R P ..... N 1
84373	84689	268	,, N E 1
84689	85005	269	Resigns
85005	85321	270	Drawn
85321	85637	271	Lost by exceeding time
85637	85953	272	Adjourned [limit
85953	86269	273	Blank
86269	86585	274	Player A
86585	86901	275	Player B
86901	87217	276	Player O
87217	87533	277	Player D
87533	87849	278	Player E
87849	88165	279	Player F
88165	88481	280	Player G
88481	88797	281	Player H
88797	89113	282	Player J
89113	89429	283	Player K
89429	89745	284	Player L
89745	90061	285	Player M
90061	90377	286	Player N
90377	90693	287	Player P
90693	91009	288	Player Q
91009	91325	289	Player R
91325	91641	290	Player S
91641	91957	291	Player T
91957	92273	292	Player U
92273	92589	293	Player V
92589	92905	294	Player X
92905	92221	295	Player Y
93221	93537	296	Player Z
93537	93853	297	Player a
93853	94169	298	Player b
94169	94485	299	Player c
94485	94801	300	Player d
94801	95117	301	Player e
95117	85433	302	Player f
95433	95749	303	Player g
95749	96065	304	Player h
96065	96381	305	Player j
96381	96697	306	Player k
96697	97013	307	Player l
97013	97329	308	Player m
97329	97645	309	Player n
97645	97961	310	Player p
97961	98277	311	Player q
98277	98593	312	Player r
98593	98909	313	Player s
98909	99225	314	Player t
99225	99541	315	Player u

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WORD CODE. SPECIMEN PAGE.

MOVE A: KING N 1.

CYPHER WORD.	MOVE B.
A	King N 1
Ab	,, N E 1
Abaca	,, E 1
Aback	,, S E 1
Abactor	,, S 1
Abactus	,, S W 1
Abaculus	,, W 1
Abacus	,, N W 1
Abaft	,, Cas (K)
Abaisse	,, Cas (Q)
Abaisser	Queen N 1
Abalieno	,, ,, 2
Abandon	,, ,, 3
Abandoned	,, ,, 4
Abandonne	,, ,, 5
Abandonner	,, ,, 6
Abaque	,, ,, 7
Abase	,, N E 1
Abasement	,, ,, 2
Abash	,, ,, 3
Abasourdir	,, ,, 4
Abatage	,, ,, 5
Abatardir	,, ,, 6
Abate	,, ,, 7
Abatee	,, E 1
Abatement	,, ,, 2
Abatis	,, ,, 3
Abatjour	,, ,, 4
Abatone	,, ,, 5
Abattement	,, ,, 6
Abatteur	,, ,, 7
Abattoir	,, S E 1
Abattre	,, ,, 2
Abattu	,, ,, 3
Abavia	,, ,, 4
Abavus	,, ,, 5
Abazia	,, ,, 6
Abbacare	,, ,, 7
Abbaco	,, S 1
Abbacy	,, ,, 2
Abbadare	,, ,, 3
Abbadessa	,, ,, 4
Abbadia	,, ,, 5
Abbaglio	,, ,, 6
Abbaiante	,, ,, 7
Abbaiare	,, S W 1
Abbaiato	,, ,, 2
Abbaino	,, ,, 3
Abballare	,, ,, 4
Abbandono	,, ,, 5
Abbarrare	,, ,, 6
Abbas	,, ,, 7
Abbassare	,, W 1
Abbassato	,, ,, 2
Abbasso	,, ,, 3
Abbaye	,, ,, 4
Abbé	,, ,, 5
Abbellare	,, ,, 6
Abbellire	,, ,, 7
Abbellito	,, N W 1
Abbenche	,, ,, 2
Abbendare	,, ,, 3
Abbess	,, ,, 4
Abbesse	,, ,, 5
Abbey	,, ,, 6
Abbicare	,, ,, 7
Abbicci	King's Rook N 1
Abbisnte	,, ,, 2
Abbiesto	,, ,, 3
Abbisso	,, ,, 4
Abboccare	,, ,, 5
Abbolire	,, ,, 6
Abbonare	,, ,, 7
Abbondare	,, E 1
Abbondoso	,, ,, 2
Abbonire	,, ,, 3
Abbordare	,, ,, 4
Abbordo	,, ,, 5
Abborrire	,, ,, 6
Abborrito	,, ,, 7
Abbot	,, S 1
Abbozzare	,, ,, 2
Abczzo	,, ,, 3
Abbrunare	,, ,, 4
Abbuisarsi	,, ,, 5

CYPHER WORD.	MOVE B.
Abceder	King's Rook cont. S 6
Abces	,, ,, 7
Abdicare	,, W 1
Abdicate	,, ,, 2
Abdicatio	,, ,, 3
Abdicato	,, ,, 4
Abdicatrix	,, ,, 5
Abdico	,, ,, 6
Abdiquer	,, ,, 7
Abdite	Queen's Rook N 1
Abdo	,, ,, 2
Abdomen	,, ,, 3
Abdominal	,, ,, 4
Abduce	,, ,, 5
Abduco	,, ,, 6
Abducteur	,, ,, 7
Abduction	,, E 1
Abecquer	,, ,, 2
Abed	,, ,, 3
Abeille	,, ,, 4
Abeo	,, ,, 5
Aberrant	,, ,, 6
Aberratio	,, ,, 7
Abberro	,, S 1
Abequito	,, ,, 2
Abet	,, ,, 3
Abetaja	,, ,, 4
Abete	,, ,, 5
Abettor	,, ,, 6
Abetir	,, ,, 7
Abeyance	,, W 1
Abfore	,, ,, 2
Abforem	,, ,, 3
Abhino	,, ,, 4
Abhor	,, ,, 5
Abhorrent	,, ,, 6
Abhorring	,, ,, 7
Abhorreo	King's Bishop N E 1
Abhorrer	,, ,, 2
Abide	,, ,, 3
Abiding	,, ,, 4
Abiegnus	,, ,, 5
Abiens	,, ,, 6
Abies	,, ,, 7
Abige	,, S E 1
Abigesto	,, ,, 2
Abigestor	,, ,, 3
Abigeo	,, ,, 4
Abigeus	,, ,, 5
Abigo	,, ,, 6
Abile	,, ,, 7
Abilita	,, S W 1
Ability	,, ,, 2
Abime	,, ,, 3
Abimer	,, ,, 4
Abintestat	,, ,, 5
Abirio	,, ,, 6
Abito	,, ,, 7
Abituato	,, N W 1
Abitus	,, ,, 2
Abissare	,, ,, 3
Abisso	,, ,, 4
Abitante	,, ,, 5
Abitare	,, ,, 6
Abitato	,, ,, 7
Abitatore	Queen's Bishop N E 1
Abitevole	,, ,, 2
Abito	,, ,, 3
Abituale	,, ,, 4
Abject	,, ,, 5
Abjecte	,, ,, 6
Abjectio	,, ,, 7
Abjection	,, S E 1
Abjectus	,, ,, 2
Abjicio	,, ,, 3
Abjudico	,, ,, 4
Abjugo	,, ,, 5
Abjunctus	,, ,, 6
Abjungo	,, ,, 7
Abjure	,, S W 1
Abjurer	,, ,, 2
Abjurgo	,, ,, 3
Abjuro	,, ,, 4
Ablacto	,, ,, 5

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WORD CODE. SPECIMEN PAGE.

MOVE A: KING N 1.

CYPHER WORD.	MOVE B.
Ablaqueo	Queen's Bishop con. SW 6
Ablasif	,, 7
Ablatio	,, N"W 1
Ablative	,, ,, 2
Ablativus	,, ,, 3
Ablator	,, ,, 4
Ablatus	,, ,, 5
Ablaze	,, ,, 6
Able	,, ,, 7
Ablegatio	King's Knight 1
Ablego	,, 2
Abligurio	,, 3
Abloco	,, 4
Abludo	,, 5
Abluo	,, 6
Ablutio	,, 7
Ablution	,, 8
Ablutor	Queen's Knight 1
Ablutus	,, 2
Abluvium	,, 3
Abnegate	,, 4
Abnegatio	,, 5
Abnepos	,, 6
Abneptis	,, 7
Abnocto	,, 8
Abnodo	First K P N 1
Abhormal	,, N 2
Abnormis	,, N E 1
Abnumero	,, N W 1
Abnuo	Second K P N 1
Abnutivus	,, N E 1
Abnuto	,, N W 1
Aboard	Third K P N 1
Aboi	,, N E 1
Aboleo	,, N W 1
Abolesco	First Q P N 1
Abolir	,, N 2
Abolish	,, N E 1
Abolitio	,, N W 1
Abolition	Second Q P N 1
Abolito	,, N E 1
Abolitor	,, N W 1
Abolla	Third Q P N 1
Abominate	,, N E 1
Abominer	,, N W 1
Abomino	First K B P N 1
Abondance	,, N 2
Abonder	,, N E 1
Abonnir	,, N W 1
Abord	Second K B P N 1
Abordable	,, N E 1
Abordage	,, N W 1
Aborder	Third K B P N 1
Aborior	,, N E 1
Abornement	,, N W 1
Aborner	First Q B P N 1
Abortare	,, N 2
Abortif	,, N E 1
Abortio	,, N W 1
Abortion	Second Q B P N 1
Abortito	,, N E 1
Aborto	,, N W 1
Abortium	Third Q B P N 1
Abortive	,, N E 1
Aboucher	,, N W 1
Abound	First K Kt P N 1
About	,, N 2
Abouter	,, N E 1
Aboyant	,, N W 1
Aboyer	Second K Kt P N 1
Abraquer	,, N E 1

CYPHER WORD.	MOVE B.
Abounding	Second K Kt P con. NW 1
About	Third K Kt P N 1
Above	,, N W 1
Abrade	,, N E 1
Abrasion	First Q Kt P N 1
Abreast	,, N 2
Abrege	,, N E 1
Abreuvoi	,, N W 1
Abreuvoir	Second Q Kt P N 1
Abri	,, N E 1
Abridge	,, N W 1
Abridgment	Third Q Kt P N 1
Abriter	,, N E 1
Abrivent	,, N W 1
Abroad	First K R P N 1
Abrogate	,, N 2
Abroger	,, N W 1
Abrupt	Second K R P N 1
Abrutir	,, N W 1
Abscess	Third K R P N 1
Abscind	,, N W 1
Absent	First Q R P N 1
Absentee	,, N 2
Absinthe	,, N E 1
Absolu	Second Q R P N 1
Absolute	,, N E 1
Absolution	Third Q R P N 1
Absolutist	,, N E 1
Absolve	Resigns
Absorb	Drawn
Absorbent	Lost by exceeding time
Absorber	Adjourned [limit
Absoudre	Blank
Absoute	Player A
Abstain	Player B
Abstainer	Player C
Abstenir	Player D
Absterger	Player E
Abstersif	Player F
Abstinent	Player G
Abstract	Player H
Abstraire	Player J
Abstrus	Player K
Abstruse	Player L
Absurd	Player M
Abundance	Player N
Abundant	Player P
Abusare	Player Q
Abuse	Player R
Abuseur	Player S
Abusive	Player T
Abut	Player U
Abutilo	Player V
Abusivo	Player X
Abuso	Player Y
Abutment	Player Z
Abyss	Player a
Acacia	Player b
Acare	Player c
Acca	Player d
Accablant	Player e
Accabler	Player f
Accadere	Player g
Accaduto	Player h
Accaffare	Player j
Accampare	Player k
Accanare	Player l
Accanto	Player m
Accarnare	Player n
Accasare	Player p
Accasato	Player q
Accelere	Player r
Acces	Player s
Accise	Player t
Accole	Player u

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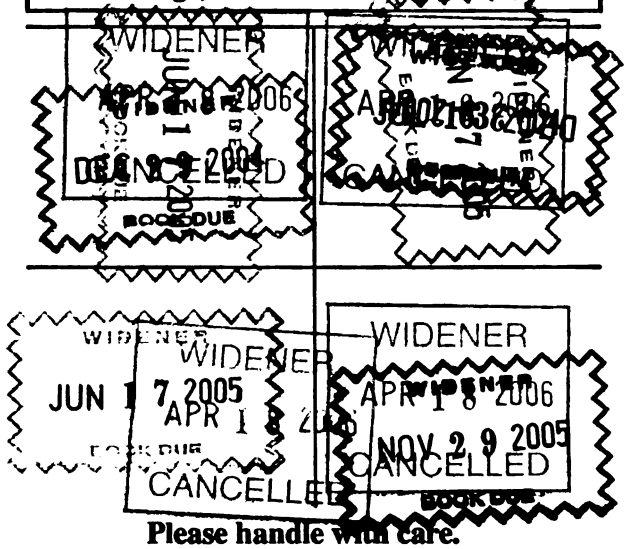

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